Defensive and Competitive Bidding							
Overcalls (Style; Responses; Reopening)							
Michaels cuebid, Leaping Michaels,							
1 NT overcall (2ND/4TH; Responses; Reopening)							
15-17 Standard system.							
Jump Overcalls (Style; Responses; Unusual NT)							
2nt is minors. Agressive style. Michaels is always oppsite majors and clubs							
Direct and Jump Cue Bids (Style; Responses)							
Agressive style.							
VS. NT (vs. Strong/Weak; Reopen: PH)							
2 clubs is majors 2 Dia is one major (weak) 2spa/2hearts is nat and constructive							
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)							
Standard							
VS. Artificial Strong Openings							
Yeslek							

Over Opponents' take out double

Standard

		l C:							
	Leads	and Si	gnals						
Opening Leads Style									
	Lead		In P	In Partner's Suit					
Suit	3 rd -5 th =odd; 2-4 th -6 th =	even	3 rd -5 th =odd; 2-4 th -6 th =even						
NT	3 rd -5 th =odd; 2-4 th -6 th =	even	3 rd -5 th =odd; 2-4 th -6 th =even						
Subseq		1 2							
Leads									
Lead	Vs. Suit	Vs. Suit		Vs. NT					
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)						
King	KQ/KQJ(x)/KQT(x)		KQ/KQJ(x)/KQT(x)						
Queen	AQJ(x)/QJ(x)/QJ	AQJ(x)/QJ(x)/QJT(x)		QJ(x)/QJT(x)					
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)		Γ(x)					
10	HT9x/AQT(x)/T	HT9x/AQT(x)/T9x		HT9x/AQT(x)/T9x					
9	H9x/9xx/T9	H9x/9xx/T9		H9x/9xx/T9					
X	Hxx <u>x</u> /HT9 <u>x</u> /x <u>x</u> x	x(x)	Hxx <u>x</u> /HT9 <u>x</u> /x <u>x</u> xx(x)						
Signals in order of priority									
	Partners lead	Partners lead Dec		Discarding					
Suit:	Att.	St.	Count	St.Count					
2 nd 3 rd									
NT:	Att.	C+	count	St.Count					
2 nd	Au.	Si.	Count	St.Count					
3 rd									
Signals (i	including Trump's)	Standa	ard Count						
Upside d	lown Att.								
	Doubles								
Takeout Doubles (Style; Responses; Reopening)									
Standard									
Special, Art and Comp Dbl/Rdbl's									
Standard									



Opening	Art	Min. #	Neg. D. through	Description	Responses	Subsequent Auction	Passed Hand Bidding
1*		4	3sp	10-21	Nat and rev. minor		
1♦		4	3sp a	10-21	Nat and rev minor		
1♥		4	3 spa	10-21	Nat. 2nt is GF with Hearts. 1-3 = Invi.		
1♠		4	3 He a	10-21	Nat. 2nt is GF with Hearts. 1-3 = Invi.		
1 NT				15-17	Stayman and transfers	3C/3Dia is inv. 3Hea/3Spa is singelton	
2*		0		Strong	2 dia, 2nt minors, 3x is strong.		
2♦		0		Multi (nt 25+)	2nt is forceing		
2♥		5-6		Weak 2	2nt is forcing		
2 🆍		5-6		Weak 2	2 nt is forcing		
2 NT		20- 21				Slam Conventions	S
3x		6		Preemtive		RKC, Cuebids.	
3NT				Solid minor	4Dia is slamtry		
4♣,♦		6		Preemtive			
4♥,♠		6		Chanse			
4NT				Aks spe. aces			